

Holy Invasion of Privacy, Badman!™

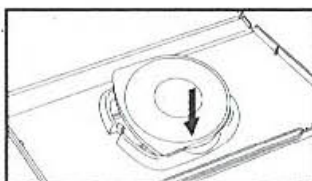
What Did I Do to Deserve This?



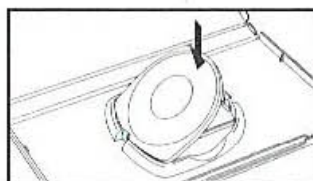
NIS
America

PRECAUTIONS

This disc contains software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Discontinue playing if you experience dizziness, nausea, fatigue or have a headache. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The PSP™ system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email anti-piracy@eu.playstation.com or call your local Customer Service number given at the back of this manual.

PAN EUROPEAN GAMES INFORMATION (PEGI) AGE RATING SYSTEM

The PEGI age rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE: it is not a guide to gaming difficulty. For further information visit www.pegi.info.

Comprising three parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-



The second part of the rating may consist of one or more descriptors indicating the type of content in the game. Depending on the game, there may be a number of such descriptors. The age rating of the game reflects the intensity of this content. The descriptors are:



The third part is a label indicating the game can be played online. This label may be used only by online game providers who have committed to uphold standards which include the protection of minors in online gameplay:-

For further information visit
www.pegionline.eu



ULES-01332

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SYSTEM SOFTWARE UPDATES

This PSP™Game includes System Software update data for the PSP™ system. An update will be required if an "update request" message is displayed on-screen at game start-up.

Performing a System Software update

The update data is displayed with the icon shown here on the Home Menu.



By following the on-screen instructions, you can update the System Software of the PSP™ system. Before performing the update, check the version number of the update data.

- During an update, do not remove the AC Adaptor.
- During an update, do not turn off the power or remove the PSP™Game.
- Do not cancel the update before completion as this may cause damage to the PSP™ system.

Checking that the update was successful

Select "Settings" from the Home Menu, and then select the "System Settings" option. Select "System Information" and if the "System Software" version number displayed on-screen matches the version number of the update data, then the update was successful.

For details on System Software updates for the PSP™ system, refer to the following website: eu.playstation.com

PARENTAL CONTROL

This PSP™Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18
7	16
5	12
3	7
2	3

In rare cases, the Parental Control Level of this product may be higher than the age rating which applies in your country, because of differences in the age rating systems in the various countries in which this product is sold. You may need to reset the Parental Control Level on your PSP™ system to enable play.

SETTING UP

Set up the PSP™ system according to the instructions in its instruction manual. Turn the PSP™ system on and the POWER indicator will light up green. The Home Menu will be displayed. Open the disc cover and insert the Holy Invasion of Privacy, Badman!™: What Did I Do to Deserve This? disc with the label side facing the rear of the PSP™ system and then securely close the disc cover.

Select the  icon from the Home Menu and then select the  icon. An image of the software will be displayed. Select the image and press the  button to commence loading.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.

MEMORY STICK DUO™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™ system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved game data.

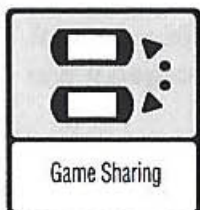
WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).



AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.



GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™ Game in their PSP™ system.



INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

Before All

**Do you know the word
"ecosystem"?**

"Ecosystem" refers to a habitat where creatures, such as dragonflies and minnows, give birth and die.

There used to be many ecosystems amongst human communities, but they are now on the verge of extinction because of human destruction in the name of "urbanization".

We derived an analogy of this unrecognized tragedy from monsters' feeble ecosystem within a dungeon; a PSP™ game as a "Videco" in which you stop human arrogance, represented by human "heroes". We hope you enjoy it, feeling the breath of tiny lives.

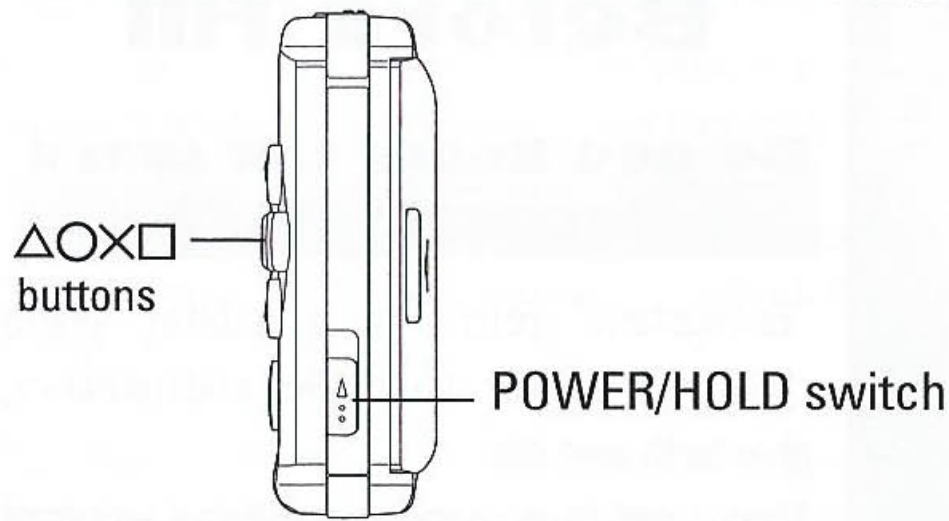
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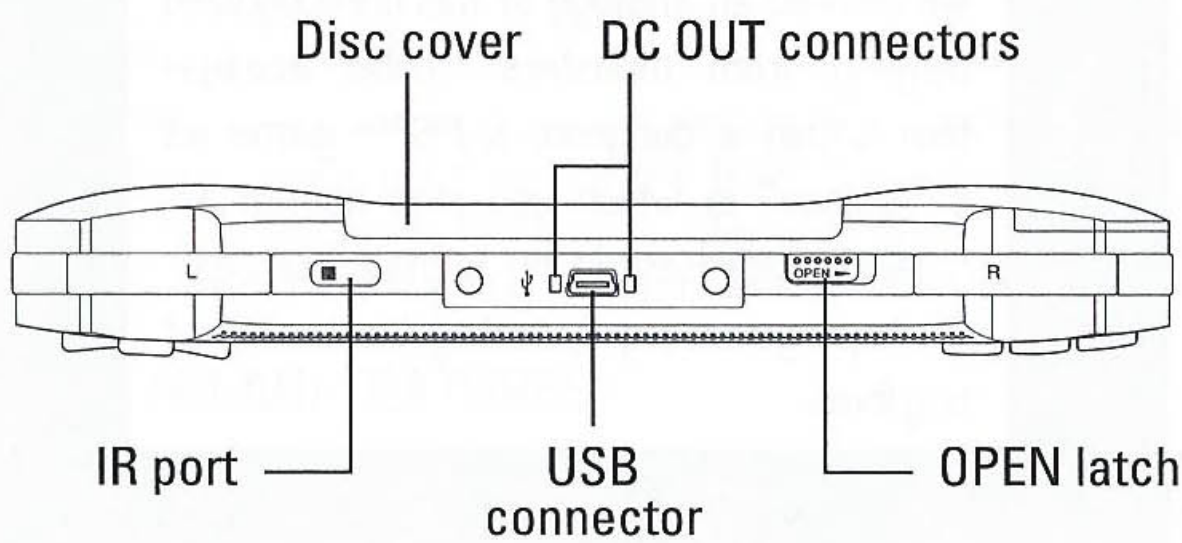
GETTING STARTED



Right side view



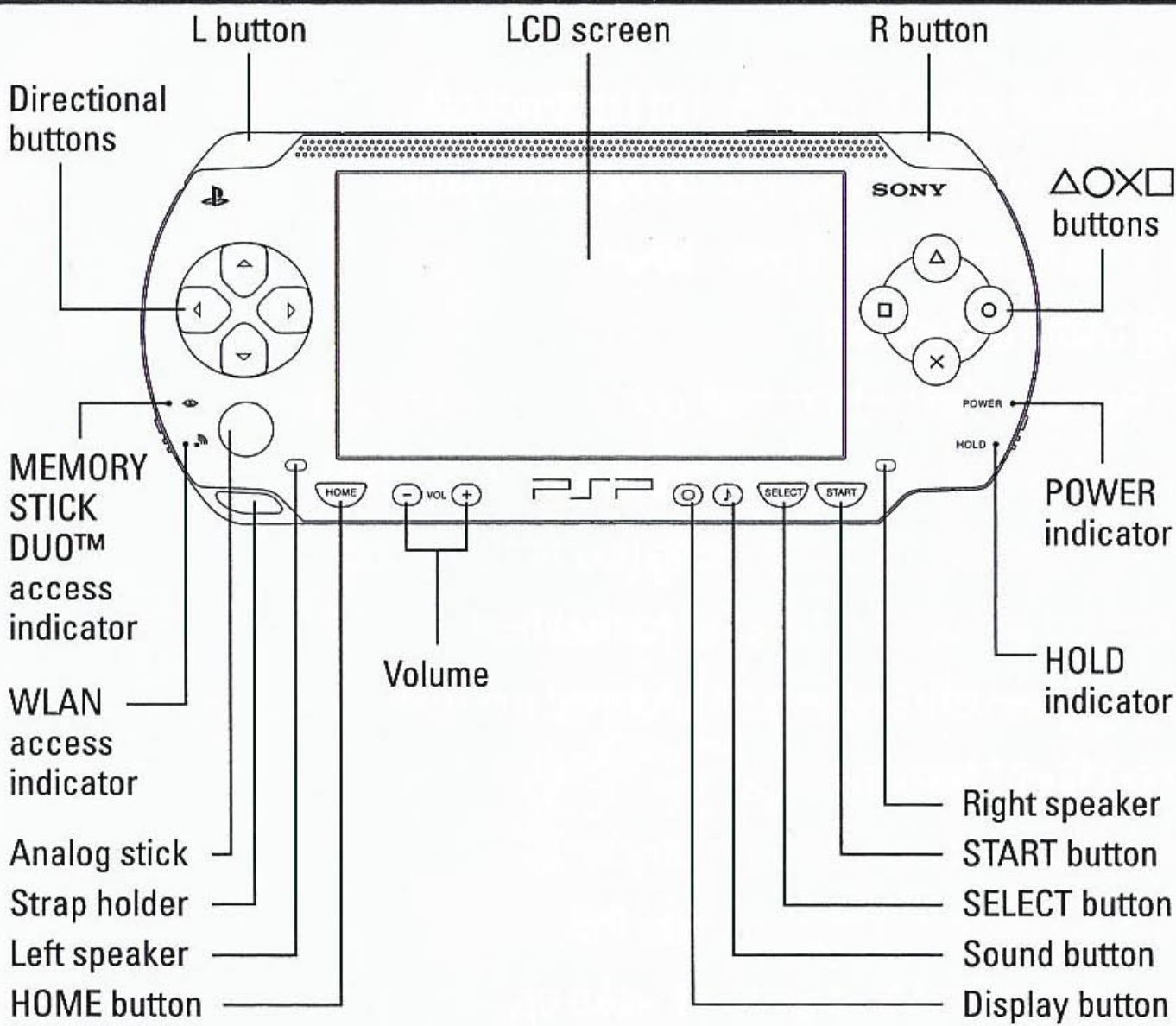
Front View



You can select your preferred language from the system's internal browser.



CONTROLS



Directional buttons	Move Cursor
Analog stick	Move Cursor
○ button	Cancel/Skip Dialogue
× button	Object Display
△ button	Zoom In/Out
□ button	Dig/Poke
L button	Quick Focus
R button	Quick Scroll
START button	Pause Menu Display
SELECT button	Overlord Army Display

Pause Menu	
Resume Game	Resume the game you have paused.
Controls	You can review the controls.
Almanac	You can peruse the Almanac, the creature encyclopedia.
Sound	You can change settings regarding BGM and SFX.
Overlord Army	Browse the battle abilities of my army.
Back to Title	Use this command when you wish to restart the game.



PROLOGUE



My Lord, God of Destruction! It's time for you to awaken!

Good morning, My Lord, God of Destruction!

Yes, I'm talking to you, who bought this game.

It's my honor to meet you. *bow*

My name is Badman.

♪ Because I'm bad, I'm bad, come on, you know it ~♪

I'm an Overlord who plans to conquer the world!

I'm responsible for summoning you to this world.

Oops, now's not the time for formalities!

My spy servants have just informed me that

impertinent humans



are about to break into my kingdom!

I apologize for asking you to do this,

despite the fact that you just woke up,

but I'd like you to take this pickaxe and dig forth a dungeon,

generating servant monsters out of the soil of the Netherworld.

Exterminate the hypocrite human invaders,

and clear the path for me to obtain total control of this world--

yes, it's all for the sake of me!



BASIC FLOW



I'll tell you the process of defeating human vermin!

① Dig with a pickaxe

First off, please create an underground dungeon by digging through soil with a pickaxe. You will need to develop your construction skills.



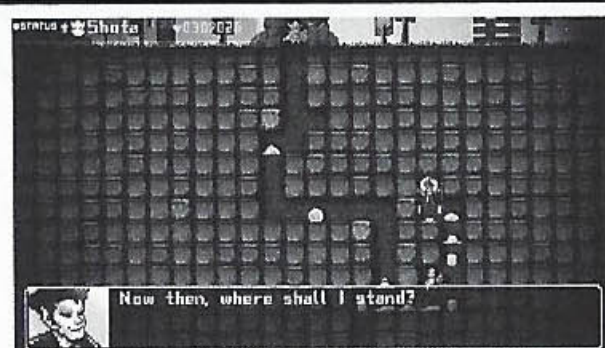
② Generate servants

When you dig through soil, servant monsters come out. These newly born monsters have their own individual wills and actions.



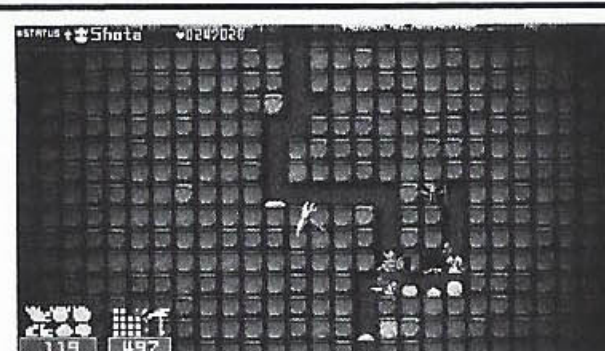
③ Place Overlord Badman in a safe location

When the invaders come to the entrance of the dungeon, please put me in as safe a place as possible.



④ War between the heroes and the Overlord's army!

The humans' goal is to take me away and put me on trial or something. Let the monsters defend me!



Heroes are defeated



Stage Clear!

The Overlord is taken away



Game Over!



I don't mean to brag, but I won't do anything myself!
So please place me as far away from the heroes as you can.

INN

GAME MODES



I'll tell you about the different game modes.

Training Mode

You can enjoy Training courses, in which you can learn the basics of the game, and Challenge courses, in which you can train yourself to master high-level techniques.



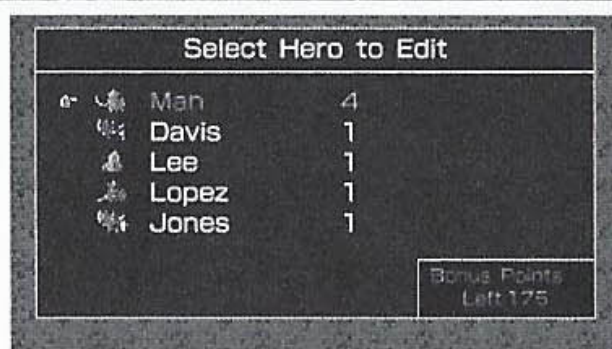
Story Mode

Throughout this mode, your goal is to clear all the stages that have been prepared. The farther you advance, the stronger the heroes become.



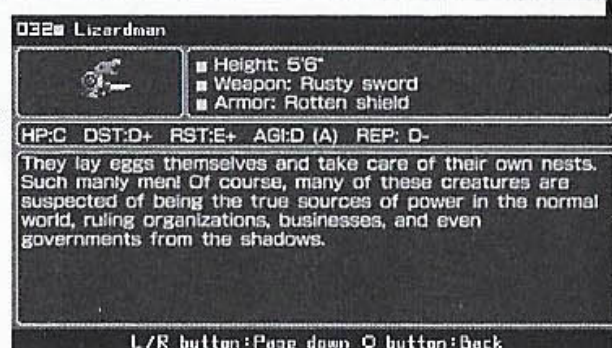
Edit Mode

You can dispatch human heroes (or assassins) you train to go to other players' dungeons from a Memory Stick Duo™.



Almanac

You can browse information on monsters and heroes you have unlocked in the game.

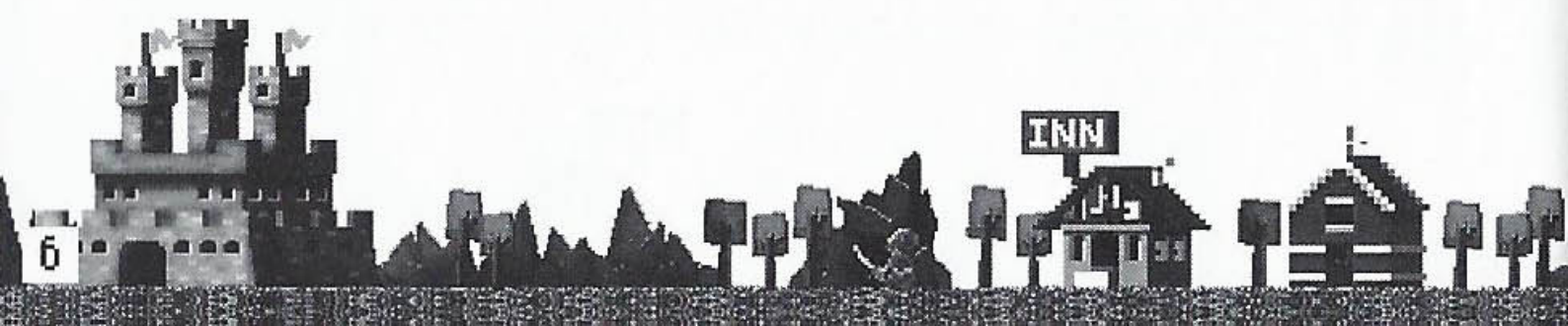


Sound

You can change settings for BGM and SFX. It's the same as the command in the Pause Menu.

Data

If you have a "Memory Stick Duo™" inserted in your PSP™, you can save, load, or delete your save data. When you save, you need at least 128KB of free space on the Memory Stick. By the way, save data is not divided by the game modes, so when you save, all play data from all the game modes you've played will be saved simultaneously. How convenient!

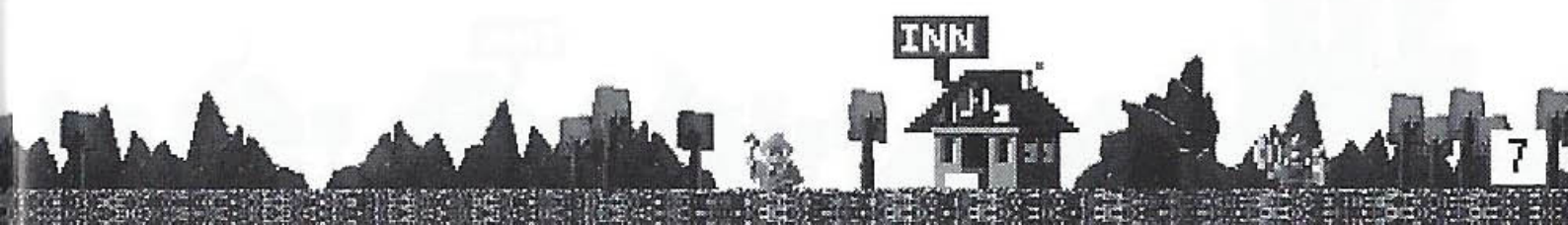
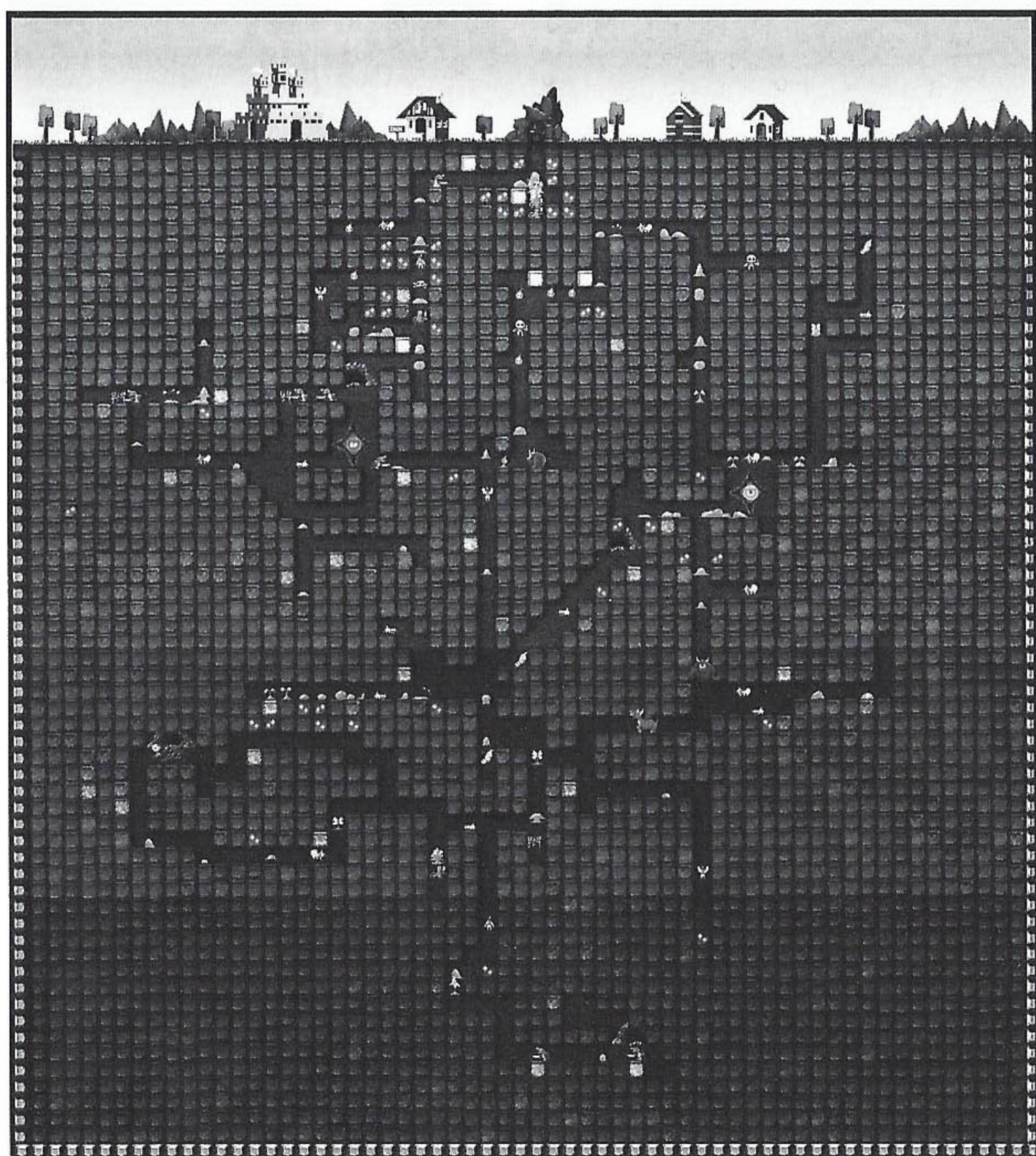


EAGLE EYE OF THE DUNGEON



This is Overlord Badman's Army base, "The Dungeon"!

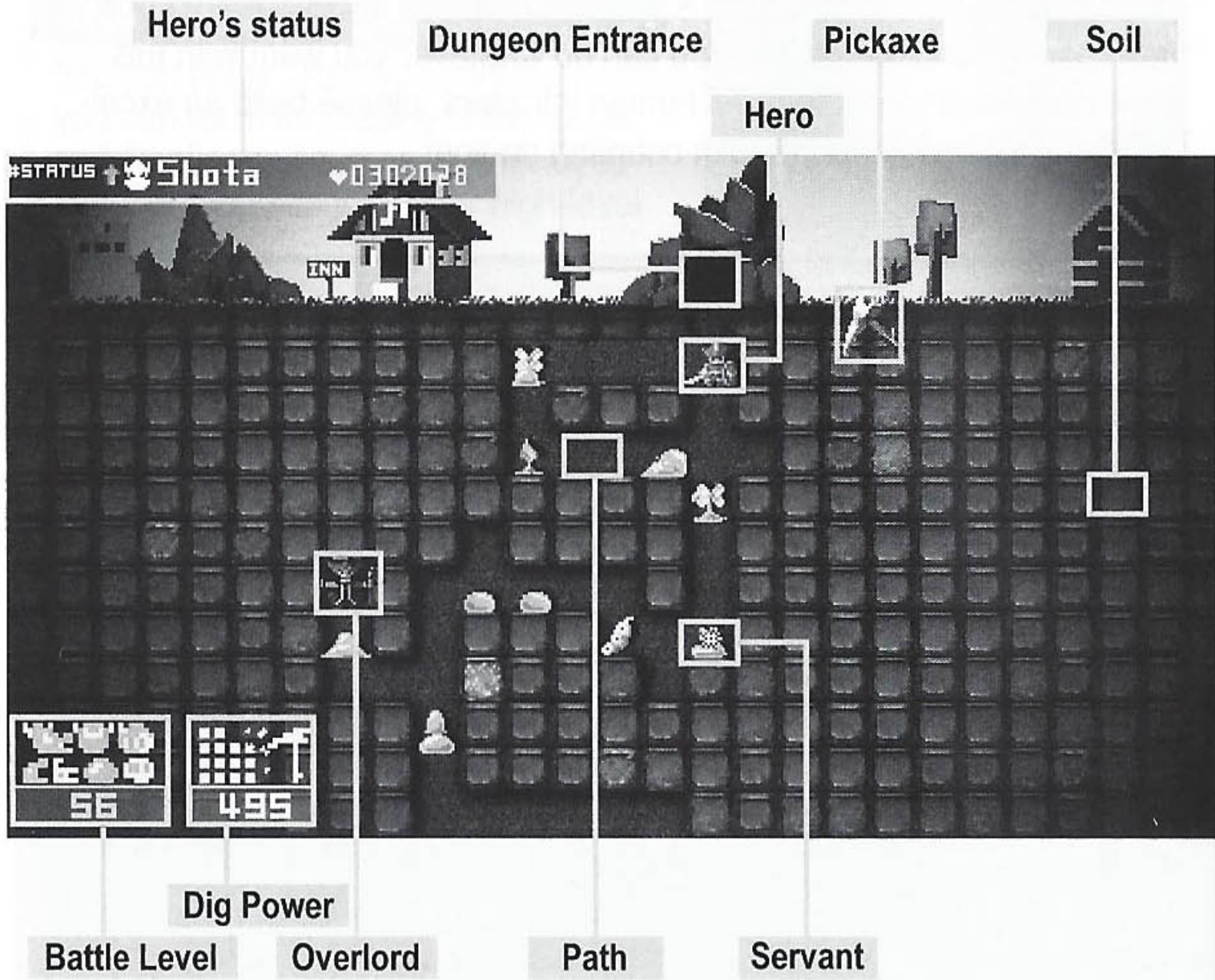
Please take a look at this. This is no ant's nest. It's my dungeon! Look how vast my fortress can be! You can do whatever you want with this huge campus. In order to repel human intruders, please build an excellent demon kingdom for me. I'm counting on you!



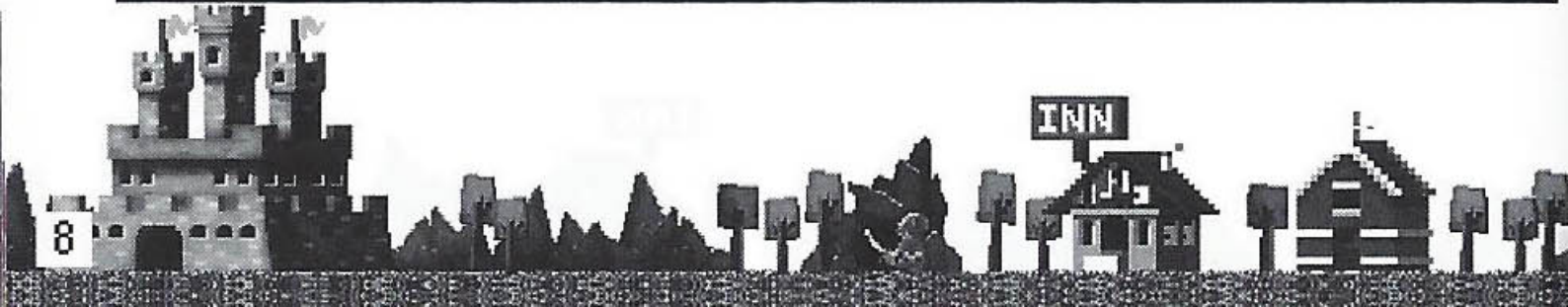
SCREEN



Here's how to use the game screen, My Lord!



Dungeon Entrance	A.K.A. Death Gate: Humans come into our dungeon through this.
Hero	Impertinent human rebels must perish!
Hero's status	The arrow indicates his or her morale. It influences his or her behavior, such as magic or other skills. The number on the left is the hero's HP, and the number on the right is the hero's MP.
Overlord	Me.
Servant	Our servant monsters who fight to defend me and this dungeon.
Pickaxe	You use this to dig the dungeon.
Dig Power	This number indicates how many times you can dig.
Battle Level	This is a variable that represents the strength of my entire army.
Soil	The soil's appearance will change as it stores nutrients and mana.
Path	If you dig the soil, you will clear a path for our servant monsters.



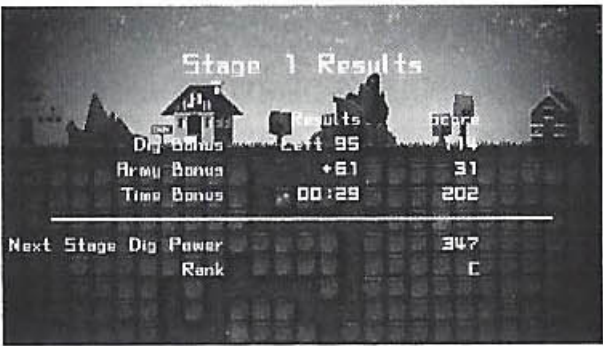
DIG POWER AND BATTLE LEVEL

Here, we'll discuss Dig Power and Battle Level!

Dig Power

It's literally the power to dig the dungeon. In other words, it shows how many times you can dig in the dungeon. Of course, when it hits zero, you can no longer dig and you must leave the rest of the work to the monsters left in the dungeon.

Dig Power is also used to upgrade servant monsters, so it is wise to save as much Dig Power as possible. Also, when you clear a stage, you'll get bonus Dig Power depending on your performance. Please keep that in mind.



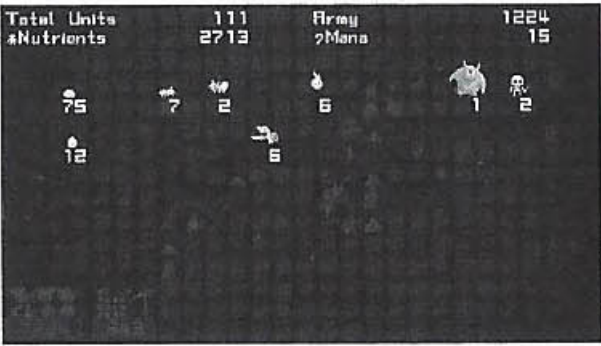
Results that affect Dig Power Bonus

Dig Bonus	The more Dig Power you have left, the more bonus points you'll get.
Army Bonus	The more your Battle Level increases throughout the stage, the more bonus points you get.
Time Bonus	The sooner you beat the stage, the more bonus points you'll get.
NEXT Dig	This will be the Dig Power carried over to the next stage.
Rank	The overall grade of your results represented by a letter from an "S" to a "D".

Battle Level

The Battle Level is the numeral level of strength that our army possesses. It increases when servants multiply or stronger species come to life. As the army becomes more powerful, the Battle Level's number increases.

If you browse the Army List from the SELECT button, you can see our army's monster breeds, surviving monster numbers, and the amounts of mana and nutrients within the soil. Note that mana and nutrients that the servants are carrying are not counted in this number.



TO DIG FORTH



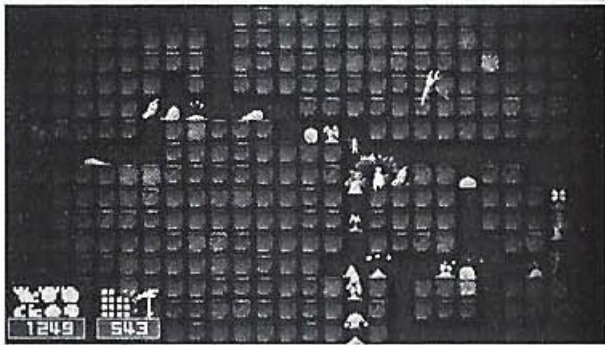
I'll teach you how to construct a dungeon!

You can dig as much soil as you want until your Dig Power runs out, but there is only one restriction: you can only dig a soil block next to an already-dug soil block. You may not dig a hole in the middle of the terrain or dig in a diagonal way.

First you start constructing the dungeon from the entrance and expand the labyrinth.

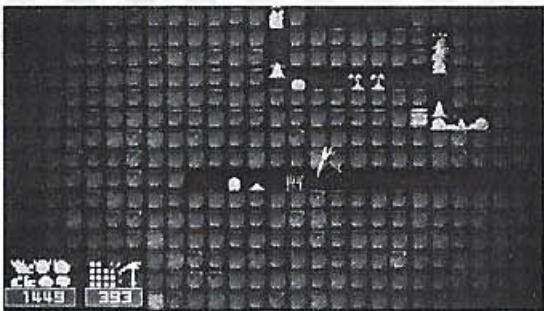


You can keep digging after the heroes have arrived. If your Battle Level gets low, generate more soldiers!

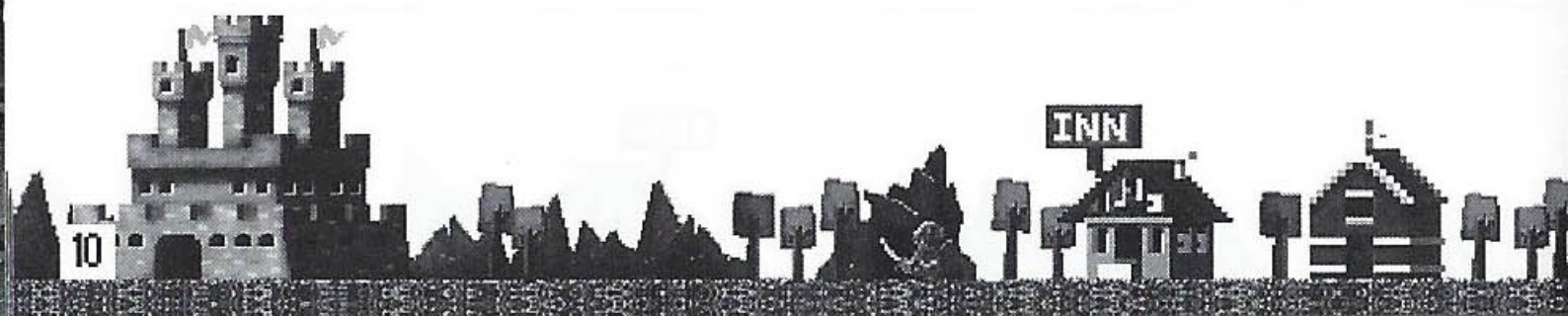


God of Destruction,
I found a treasure chest!

When you're digging, you sometimes unearth archaic treasure chests. If you poke it with the pickaxe, you'll open the chest. Also, some heroes may open the chest if they are curious enough. What comes out of it varies depending on whether you open it or they open it.



Treasure chest effects	
If you open the chest	A certain monster will come out.
If a hero opens the chest	Trap: The chest explodes doing damage to the hero.
	Elixir: The hero's HP recovers.

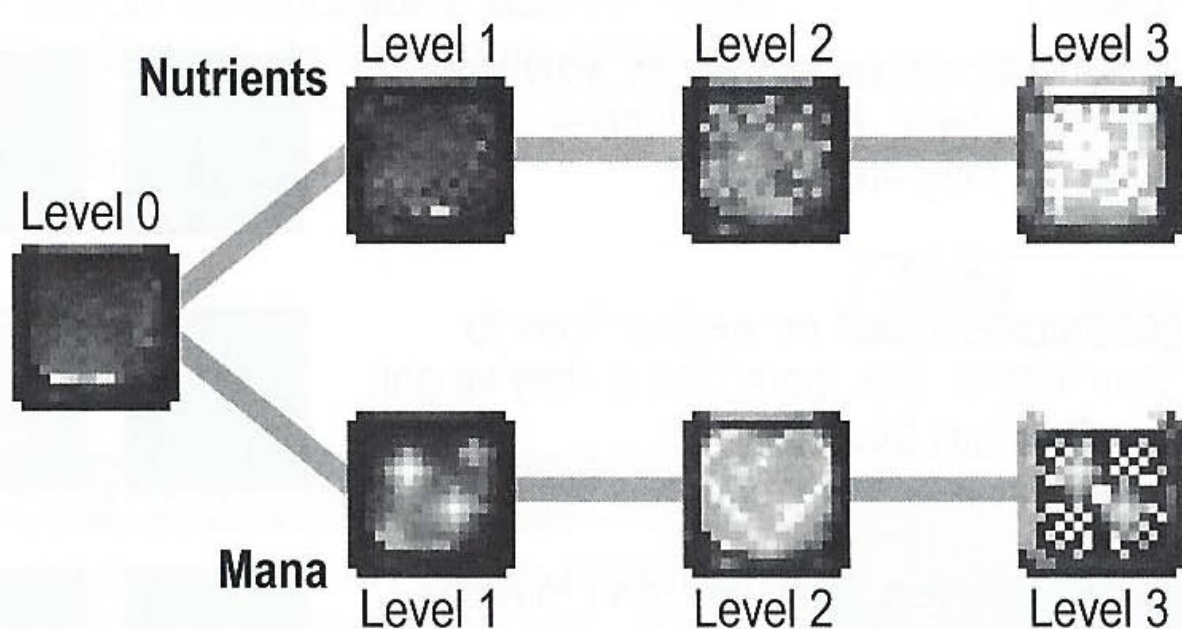


NUTRIENTS AND MANA

Know the soils from which nutrients and mana spring!

There are elements of energy called “nutrients” and “mana” in the dungeon. They constantly transit throughout the dungeon depending on what’s going on, and when one block of soil accumulates a certain amount of nutrients or mana, the appearance of the block changes, like the pictures below. By digging those highly-nourished or highly-enchanted soils, you can create servant monsters accordingly. To create strong monsters, please familiarize yourself with these blocks.

Soil Nutrition



Conditions for nutrients to be stored

- Nutrients are present from the beginning.
- Slimemosses carry them around.
- Defeat a hero.
- A monster that carries nutrients falls. Etc.

Conditions for mana to be stored

- Spirits carry them around.
- A hero uses magic or a skill.
- Defeat a hero.
- A monster that carries mana falls. Etc.



You can check the density of nutrients and mana using the ⊗ button.

If you press the ⊗ button with the pickaxe at a block, you can see the status of the block. The number on the left shows nutrients and the number on the right shows mana.



INN

CIRCULATION OF NUTRIENTS AND MANA

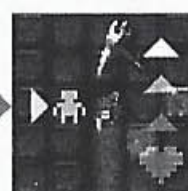
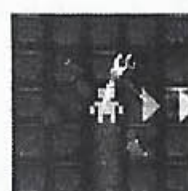


Let's learn about energy transitions within the dungeon!

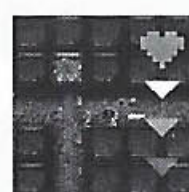
All servants have three variables; Vitality , Nutrients , and Mana . These energies are circulating throughout the dungeon. The first step toward the conquest over humans is to grasp the way they circulate!

Examples of nutrient and mana transitions.

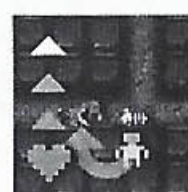
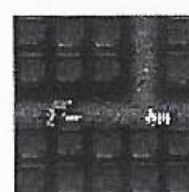
■ When you dig the dungeon, monsters spring forth from the nutrients stored in the soil, which gives them Vitality.



■ Their Vitality decreases as they do activities—such as move, fight, and reproduce—especially when they are attacked.



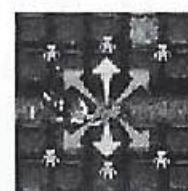
■ Stronger monsters feed on weaker ones to restore their Vitality. The more Vitality they've got, the more active they become.



■ When sufficiently fed, monsters start to reproduce. When they lay eggs, the eggs carry over the parent monster's Vitality.



■ If the monsters starve to death or get killed by humans, their bodies return to the earth and their nutrients will feed the soil around them. Of course, new monsters come to life from the soil.

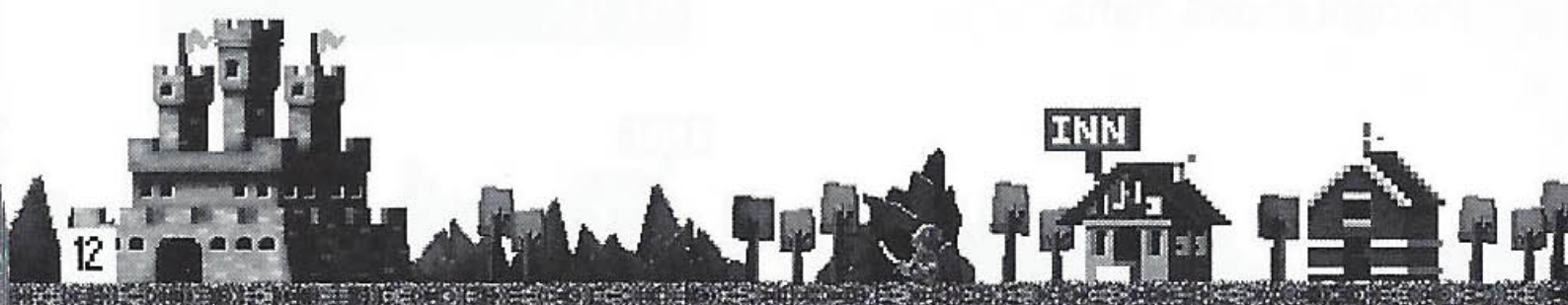
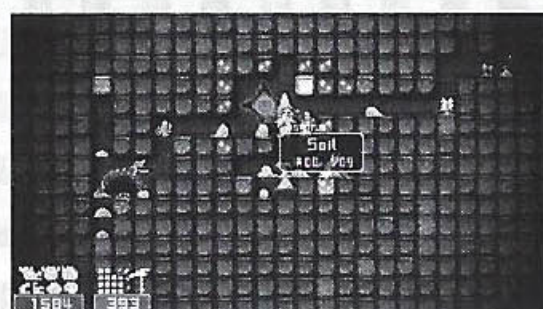


Now you get the idea: nutrients circulate from monster to monster to soil. It's the greatest wonder of nature!



You can see a monster's Vitality using the ⊗ button!

Put the pickaxe over a monster and press the ⊗ button. You can then see its status: from the left, Vitality, Nutrients, and Mana respectively.

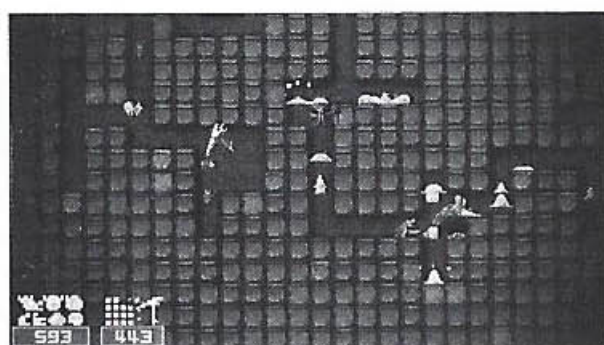


NATURAL SELECTION



Monsters feed on other monsters and become stronger!

Newly-born monsters are not as Vital as fully mature ones, but by feeding on other monsters, they increase their Vitality. When their Vitality reaches a certain point, they start the process of reproduction. In other words, if you keep the dungeon's ecosystem in balance, they will thrive on their own, without needing you to dig more. See the food chain pyramid on the next page to see which breed feeds on which, so that our servants won't starve to death in the dungeon. If you become famished yourself, God of Destruction, please feel free to eat anything you want.



Lizardman

Hunt & Eat



Omnom

Hunt & Eat



Slimemoss

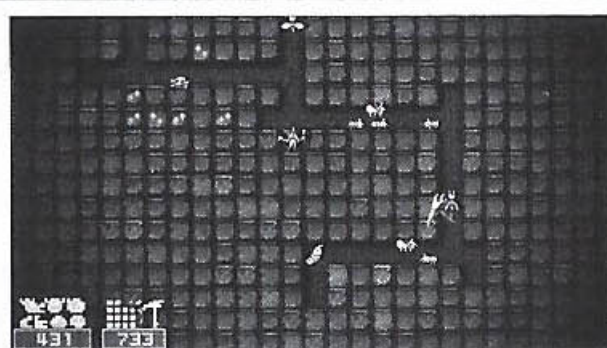
Good Example

Since there are plenty of Slimemosses, it's a great situation for Omnoms, and consequently Lizardmen have little difficulty feeding themselves.



Bad Example

An excessive number of Omnoms are killing off the Slimemosses in the dungeon, so the Omnoms are doomed to go extinct from imminent famine. That means the Lizardmen cannot survive here for long, either.



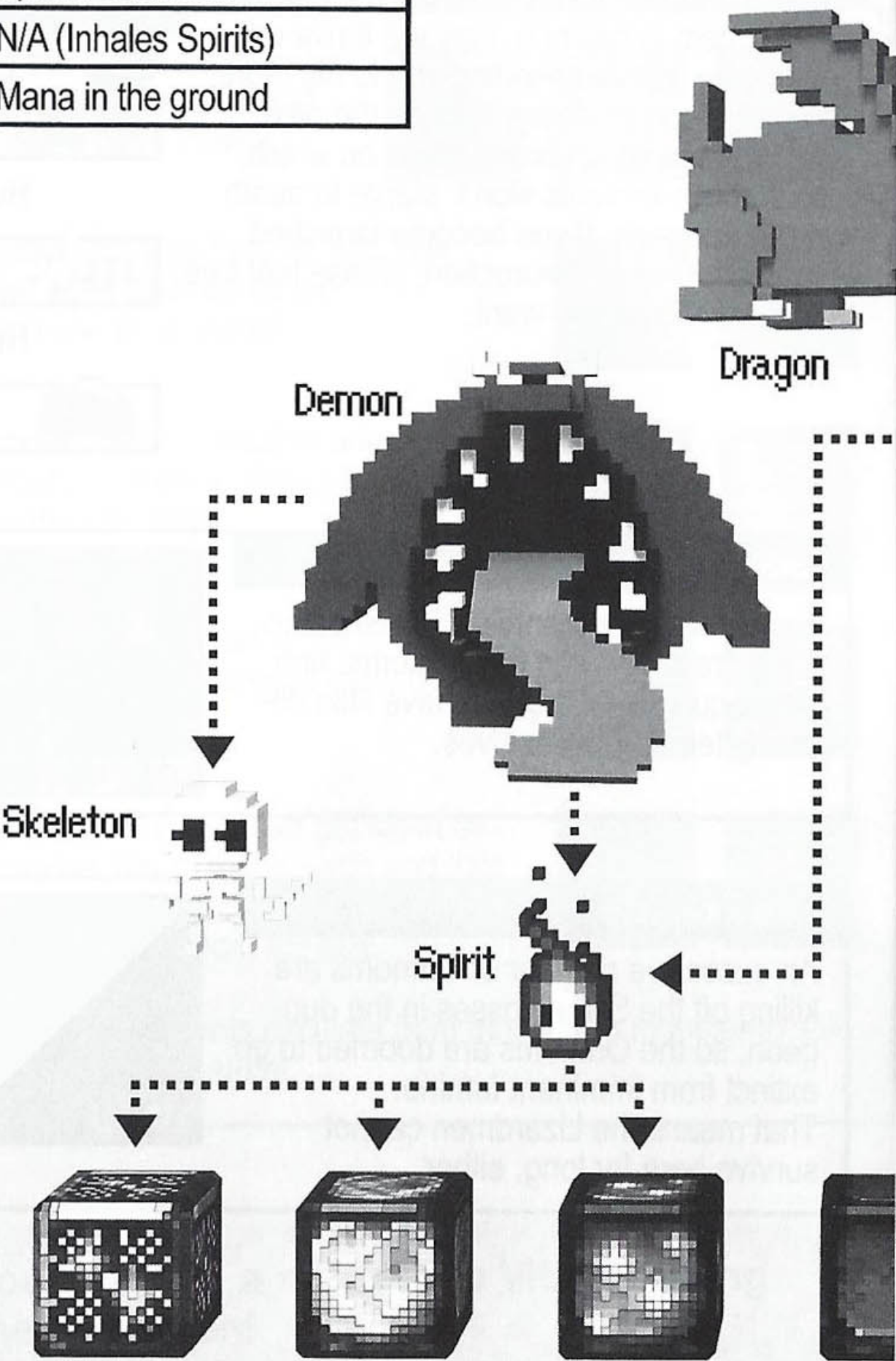
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FOOD CHAIN PYRAMID



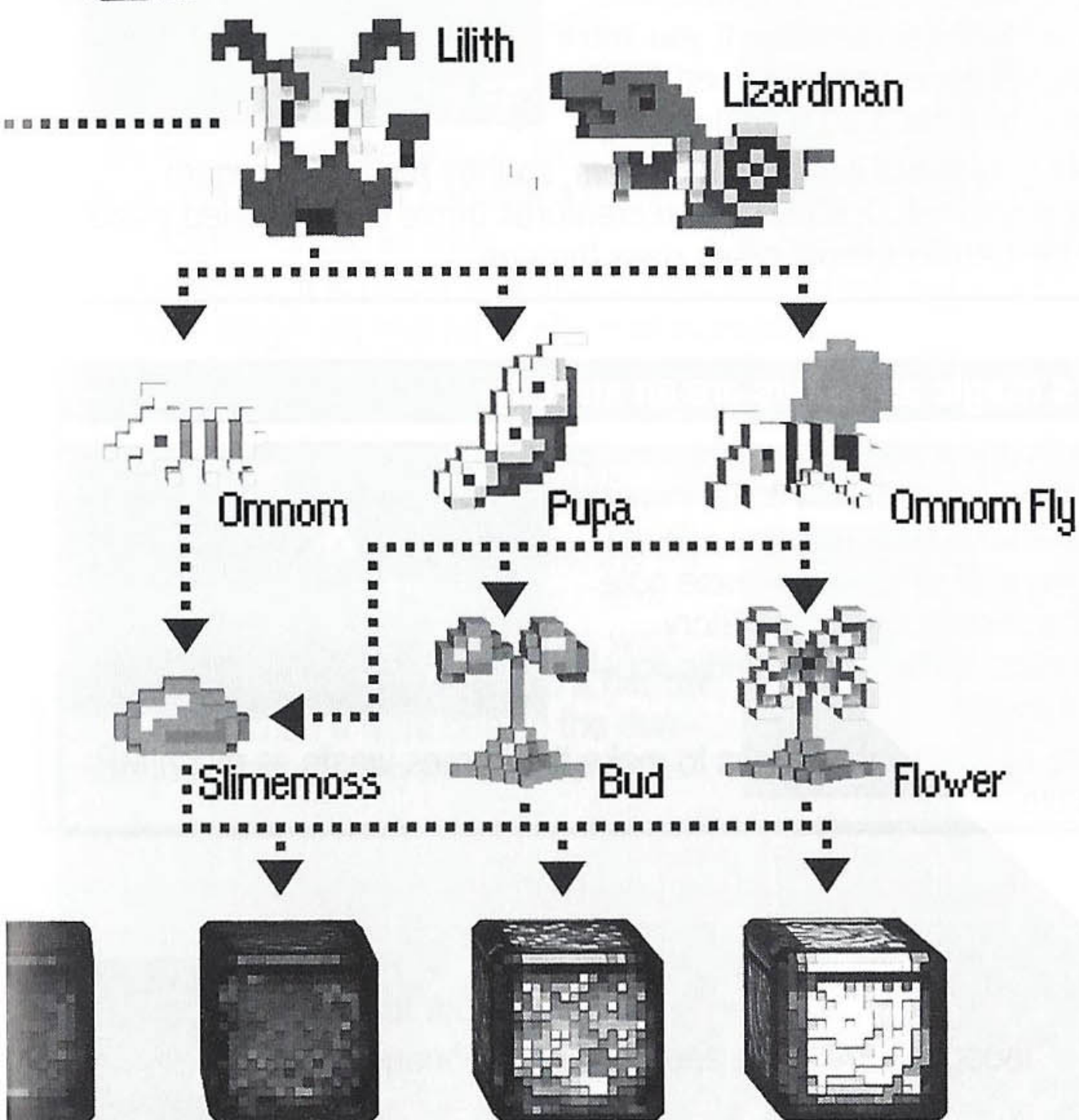
Familiarize yourself with food chain relationships!

Monsters	Feeds on
Demon	Skeletons, Spirits
Lilith	Spirits, Omnoms
Skeleton	N/A (Inhales Spirits)
Spirit	Mana in the ground



ECOSY
FOOD CHA

Monsters	Feeds on
Dragon	All monsters
Lizardman	Omnoms
Omnom, Omnom Fly	Slimeoss, Buds / Flowers
Slimemoss	Nutrients in the soil



OIL ► ► ► ► NUTRIENTS

SYSTEM
MAIN CHART

LITTLE IMPERTINENT HUMAN HEROES



Let's understand their movement habits and patterns!

My Lord, God of Destruction, not only are there solitary heroes who threaten me, but they usually team up. Some are capable of magic, and some are good at bull fighting. They have a lot of different characteristics, just like my servants. They sometimes come alone, and sometimes come in a group in order to take me away to their world. It's your responsibility to study the profiles of these annoying heroes!

Their habits and patterns vary, depending on the individual!

Heroes basically wander around the dungeon looking for me, but their walking habits vary depending on the individual. Some are really dumb and predictable, some are more complicated. If you know how they will move, you can lead them into a nest of a hundred monsters.



But their goal is not to defeat monsters, so they tend to disregard weaker monsters. Don't let feeble creatures thrive in an isolated place where the heroes almost never pass through.

A hero's magic and skills are an atrocity!

The magic and skills that heroes use may do damage in a wide area, increase their own attack skills, recover HP, etc. They have a lot of variety. Please note that in the second half of the Story Mode, almost all heroes use ridiculously powerful magic.

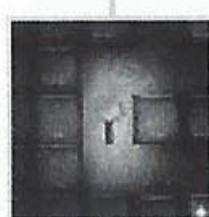


Make use of Spirits and Runes to make the heroes waste as much MP as possible.



Beware their torches!

Heroes sometimes place torches along the way. These are their camping spots. These places allow them to rest and recover HP. So it is wise to avoid fighting near their torches.

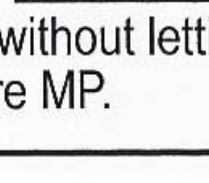
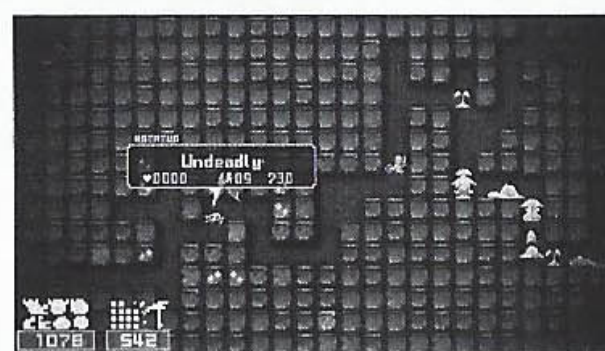


Torch

There's merit in defeating a hero!

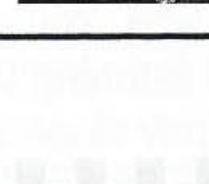
When you defeat a hero, their remaining MP will become mana and scatter onto nearby blocks. You can generate monsters out of these blocks. As I said before, the corpse can become a formidable soldier for us, as well.

In this respect, it is clever to defeat a hero without letting him or her use too much magic, so that he or she has more MP.



Get mana from the heroes' magic!

When a hero uses magic or skills, the MP he or she has spent will become mana and scatter onto nearby blocks, as well. Therefore, it is sensible to make a narrow path, rather than a wide one, in the dungeon to efficiently recycle mana energy.



You want more mana?
It all depends on how heroes act in the dungeon!



ON TRAINING MODE



I'll delineate the ABC's of the Training Mode for you!

There are two categories in the Training Mode: [Training] and the more challenging [Challenge]. You have a few choices at the beginning, but as you meet conditions, you'll unlock more stages!

Training Title

Highest Score and Grade

Select Stage		
☒ Training 1: The Basics	1486	S
☒ Training 2: The Nutrients	-	-
☒ Training 3: The Food Chain	-	-
☒ Training 4: Lizards and You	-	-
☒ Training 5: Mana Secrets	-	-
☒ Training 6: Adventures in Wookiemonsitting	-	-
☒ Training 7: Dragonbusterbusters	-	-
☐ ??????	-	-

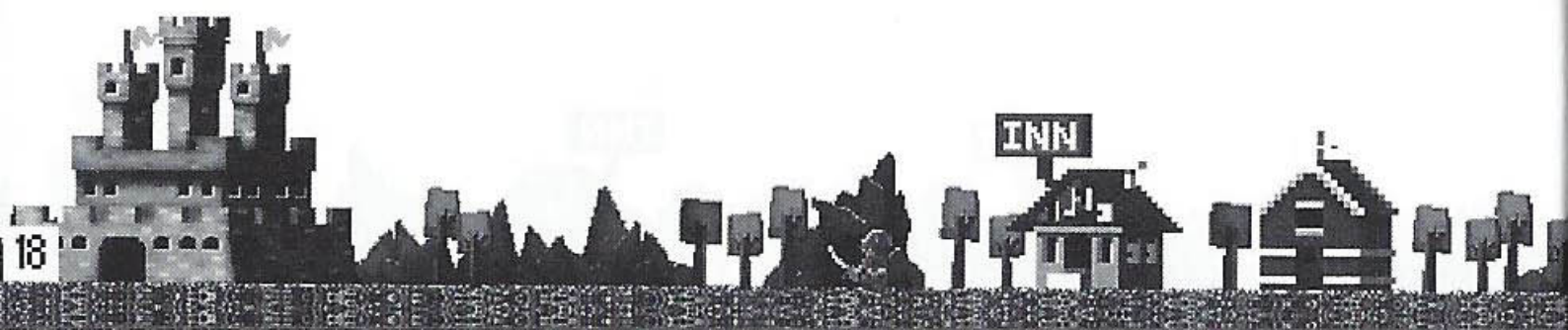
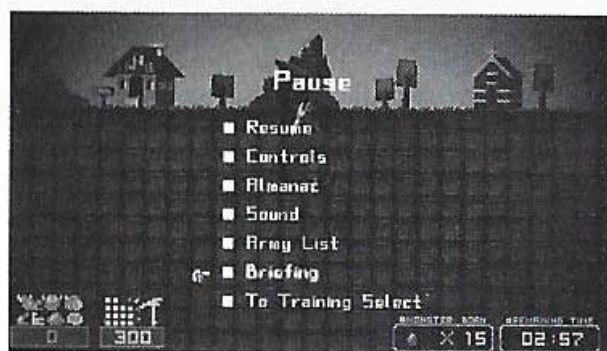
↑↓: Select ↔: Page down × button: Decide ○ button: Back

Training you can unlock when you meet a certain condition.

There are some conditions for unlocking stages, other than just defeating the heroes!

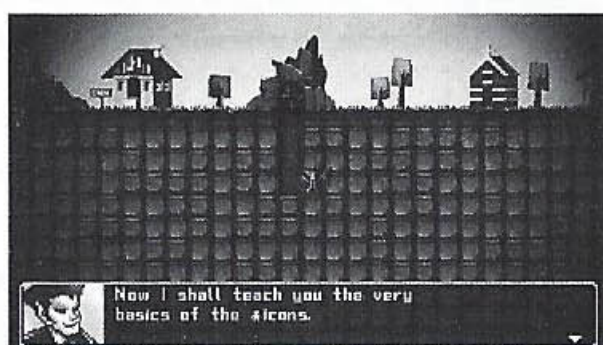
Some stages require you to make a certain numbers of monsters, or beating heroes within a time limit. You can't beat these stages without listening to my explanation. Please pay close attention to what I have to say.

But if you miss my explanation, you can check the [Briefing] to make me repeat myself from the Pause Menu.



Training

You can learn the basics from these courses. I'd strongly recommend you play these stages before you get into the Story Mode stages!

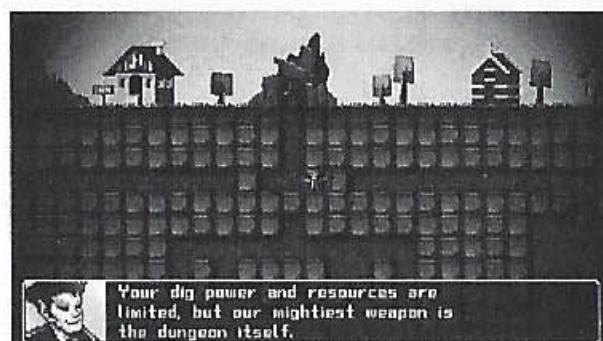


First Three Training Courses

1: The Basics	Learn how to generate Slimemosses.
2: The Nutrients	Learn how to generate Omnoms.
3: The Food Chain	Release the Omnomo Fly into the Heavens using the Food Chain!

Challenge

They are obviously a whole lot more challenging. Some courses are even more advanced than Story Mode stages, but if you beat all of these, you can claim to be a "True Dungeon Master"! Keep trying! Never give up!



First Two Challenge Courses

1: 20 Lizardmen Enter...Take 1	Generate 20 Lizardmen within the time limit.
2: Delusions of Grandeur Part 1	Prepare your mind to defeat a formidable hero duo!



The keys to creating a grand monster habitat in the dungeon can be learned through the Training and Challenge courses. Rome wasn't built in a day. Keep Advancing!

STORY MODE



Let's conquer the world together!

The Story Mode can be advanced through by defeating the intruding heroes.

The heroes and their numbers vary per stage. The status of the dungeon you create will carry on to the next stage, so be careful when constructing my underground kingdom. If you lose once, the game is over and you have to start from the beginning. So at first, focus on clearing each stage and gradually learn the heroes' habits and action patterns. Of course, don't forget to fortify your dungeon. If you keep doing this, you'll have enough experience and will clear a path to my glorious throne. Because this mode is so severe by restricting you from saving in the middle, the joy of victory will be incredible!



Some Stages

Stage	Stage Title
1	Dirty Jobs and Clean Getaways
2	Slimemosses and Crime Bosses
3	Hate is a Battlefield
4	Daikinis "R" Us
5	By the Power of Excaliskull!
6	Fierce Times at Grudgemont High
7	Night Blight
8	You'll Go Down in History



There are only two things you can save throughout the Story Mode: the Highest Score and Almanac Data. In other words, you may not save your advancement in the Story Mode! To defeat the legendary heroes, it is necessary to construct the dungeon in one series of pre-planned remodelings. I believe you, as the God of Destruction, can definitely overcome this "Strong Style" system and lead me to the highest throne!

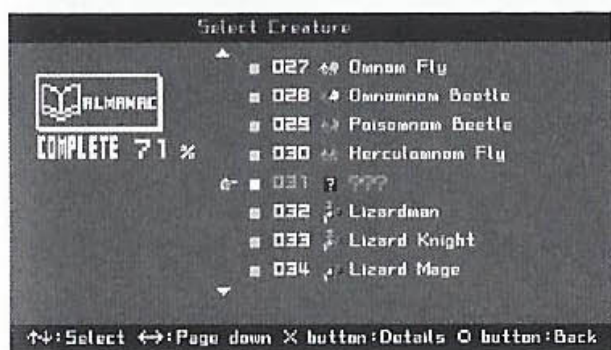


THE ALMANAC

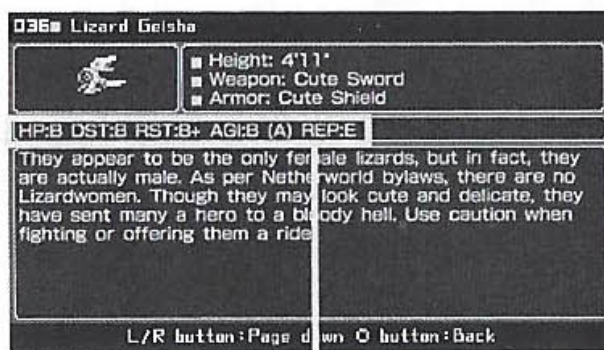
Here's the Almanac in which you can view your collection!

You can browse the info of each monster servant you've unlocked by selecting it from the list. Regardless of the mode, once you have seen a new monster, it will be automatically registered in the Almanac. Aim for Monster Completion!

Monster Browser Screen



Monster Info Screen



Abilities

Explanations on Abilities

Monsters

INT	Intelligence: How smart you are.
MAG	Magic: Evil magic force.
CHA	Charisma: How attractive you are as a leader.
DMN	Domain: The size of our territory.
HP	Hit Points: Health gauge.
DST	Destructiveness: Attack strength.
RST	Resistance: How tough you are.
AGI	Agility: Speed at which you move.
REP	Reproductivity: How fertile you are.
MGK	Magic Attack: How strong your magic is.
GRO	Growth Rate: How fast you grow.

Heroes

HP	Hit Points: Health gauge.
MP	Magic Power: How much magic they can use.
ATK	Attack: How strong their attack is.
DEF	Defense: How fortified they are.
RES	Resistance to Magic: How resistant they are to magic.



From the monster browsing screen you can see the monster's animation with the directional buttons, and SFX with the  button.

INN

EDIT MODE



Let's create a human hero!

In Edit Mode, you can fight heroes you create with your own hands. You can save the heroes' data on your "Memory Stick Duo™", so you can send your "assassin" heroes to challenge other players' dungeons. Not only can you create monsters, but also impudent human heroes as well! I'm proud that I serve you, My Lord, God of Destruction!



Let's utilize the Edit Menu!

First create the hero's profile and status on the hero editor, and chose which hero should be on which stage on the Stage Settings.

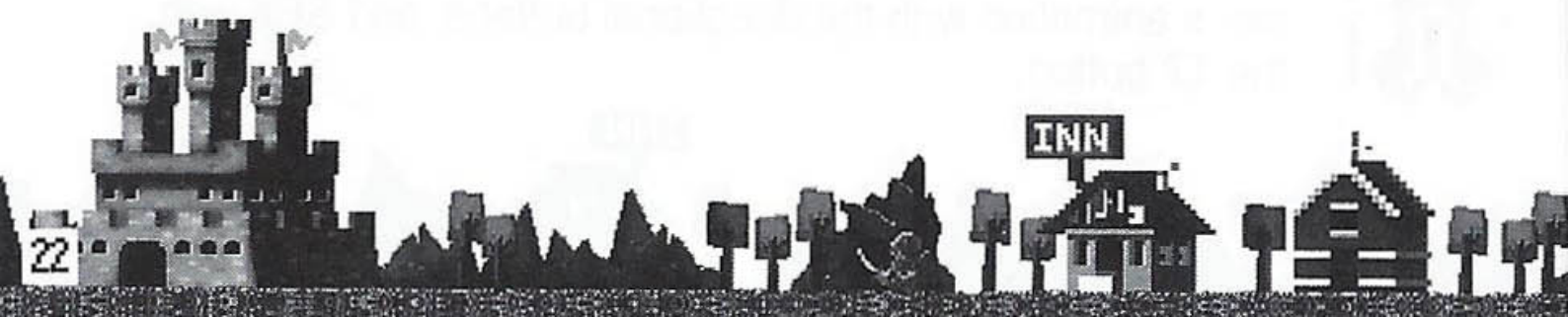
To increase the hero's abilities, you use bonus points which you gain when you get high scores on the Story Mode.

To create a nemesis hero, play the hell out of this game!

Edit Mode Menu



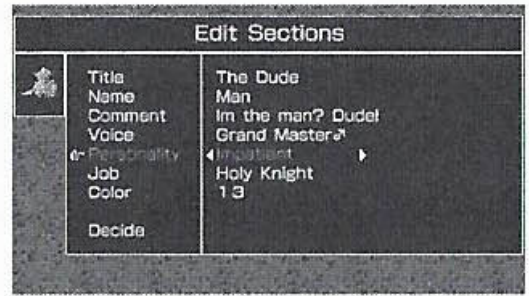
Edit Hero	You can create a hero with your ominous/divine hands.
Stage Settings	Choose the stage on which the hero appears.
Test Play	You can accept a challenge from the hero.
Save	You can save the play data of all modes.



How to Edit Heroes

1. Create a profile for the hero

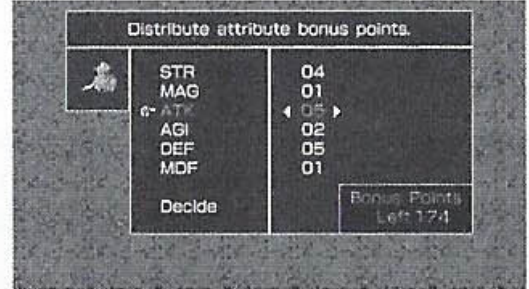
You can choose the hero's title, name, quote etc. "Personality" influences his or her attitude and movement patterns, and "Job" influences his or her magic and skills. Imagine your favorite type of cool and strong heroes.



Edit Sections	
Title	The Dude
Name	Man
Comment	Im the man? Dudel
Voice	Grand Master
Personality	Holy Knight
Job	13
Color	
Decide	

2. Distribute points to abilities

Distribute bonus points to abilities. Each ability can go up to 20. You may create the hero of heroes!



Distribute attribute bonus points.	
STR	04
MAG	01
ATK	05
AGI	02
DEF	05
MDF	01
Decide	

Bonus Points Left 174

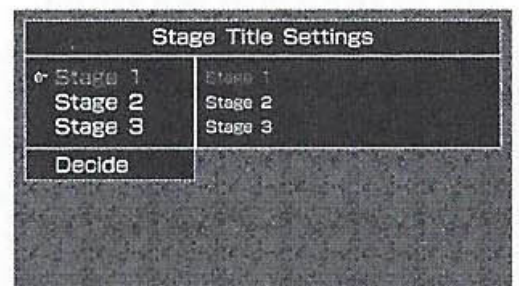
Profiles and the number of heroes increase as you meet certain conditions!

Necessary Condition	Added Factors
High scores on Story Mode	Number of heroes, bonus points, voices, personalities, jobs.
High scores on Training Mode	Number of heroes, voices, jobs.
High completion rate of the Almanac.	Number of heroes, voices, jobs, colors.
???	Number of heroes, bonus points, voices, jobs.

How to Set Stages

1. Name the stage

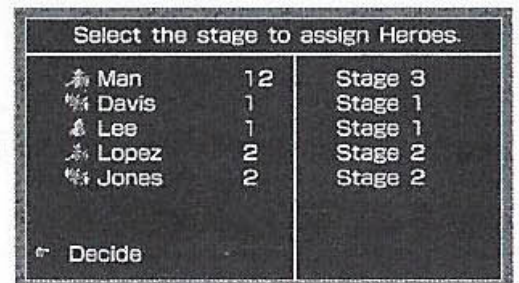
Make up a name for the stage. Once you determine, choose [Decide].



Stage Title Settings	
Stage 1	Stage 1
Stage 2	Stage 2
Stage 3	Stage 3
Decide	

2. Choose stages and heroes

Choose which hero goes to which stage. There are three stages, and the heroes abilities change depending on the stage. The later the stage they appear on, the stronger they'll become. You can send up to three heroes onto one stage, and the speed at which the heroes move in the dungeon is the average of all the heroes' agility on that stage.



Select the stage to assign Heroes.	
Man	Stage 3
Davis	Stage 1
Lee	Stage 1
Lopez	Stage 2
Jones	Stage 2
Decide	

STRATEGIES AND TACTICS



I'll teach you some of the techniques to defeat the humans!

Brush up on your skills in the Training Mode!

If you feel like you can't defeat some heroes, go to the Training Mode and train yourself. You might find a key to winning!



Do not neglect upgrading servants!

As the story proceeds, the heroes get stronger and stronger, so, of course, my servants must increase their strength, as well. Keep some Dig Power, but don't forget to upgrade monsters.



Conserve Dig Power

The most vital resource for dungeon constructing is Dig Power. If you use up all of it at the beginning of the game, you'll lose the ability to create monsters when it's most important. Please do not waste your Dig Power and dig as few blocks as you can. Sometimes it may be necessary not to upgrade servants.



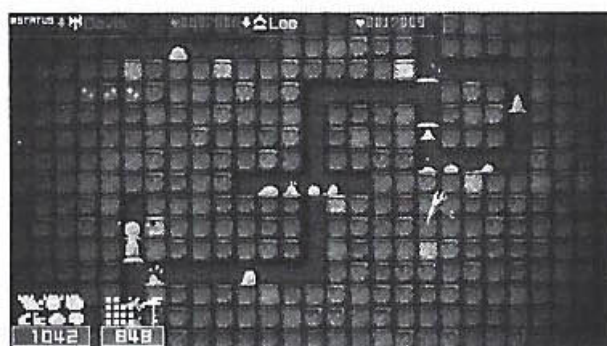
The key is the use of nutrients and mana!

Slimemosses and Spirits can't attack heroes effectively, but they play a significant role in carrying around energies. Their moves are very simple; they always move in a linear way until they hit a wall. So why not take advantage of it? Create a lot of "T"s and "O"s in the dungeon so that they can accumulate the energies efficiently.



Is the structure of your dungeon flawless?

The structure of the dungeon dramatically effects the battle situation in the dungeon. Always think of the best structure in which monsters can thrive and structures in which they can make full use of their abilities. Be a good dungeonologist!



Invite the heroes before they come to the dungeon

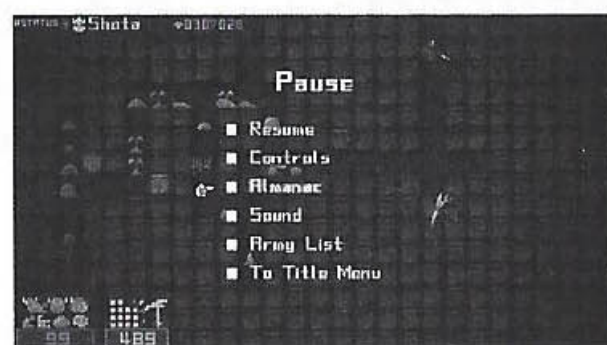
If you move the pickaxe to the entrance of the dungeon, you can accept the heroes' challenge before time is up. The faster you beat the stage, the more bonus points you'll get. If you're an advanced God of Destruction, please use this function.



Browse the Almanac and Army List

If you get a new type of monster in our army, you may want to open the Almanac and see its strengths and weaknesses. Also, if you keep checking the heroes' profiles, you may find a critical weakness of a hero who has long been your bane.

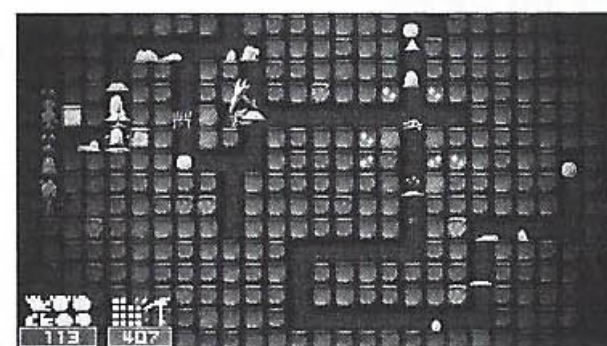
As you get more and more soldiers in the army it gets harder and harder to grasp the status of the entire army. So you can use the Army List to see the balance of the ecosystem.

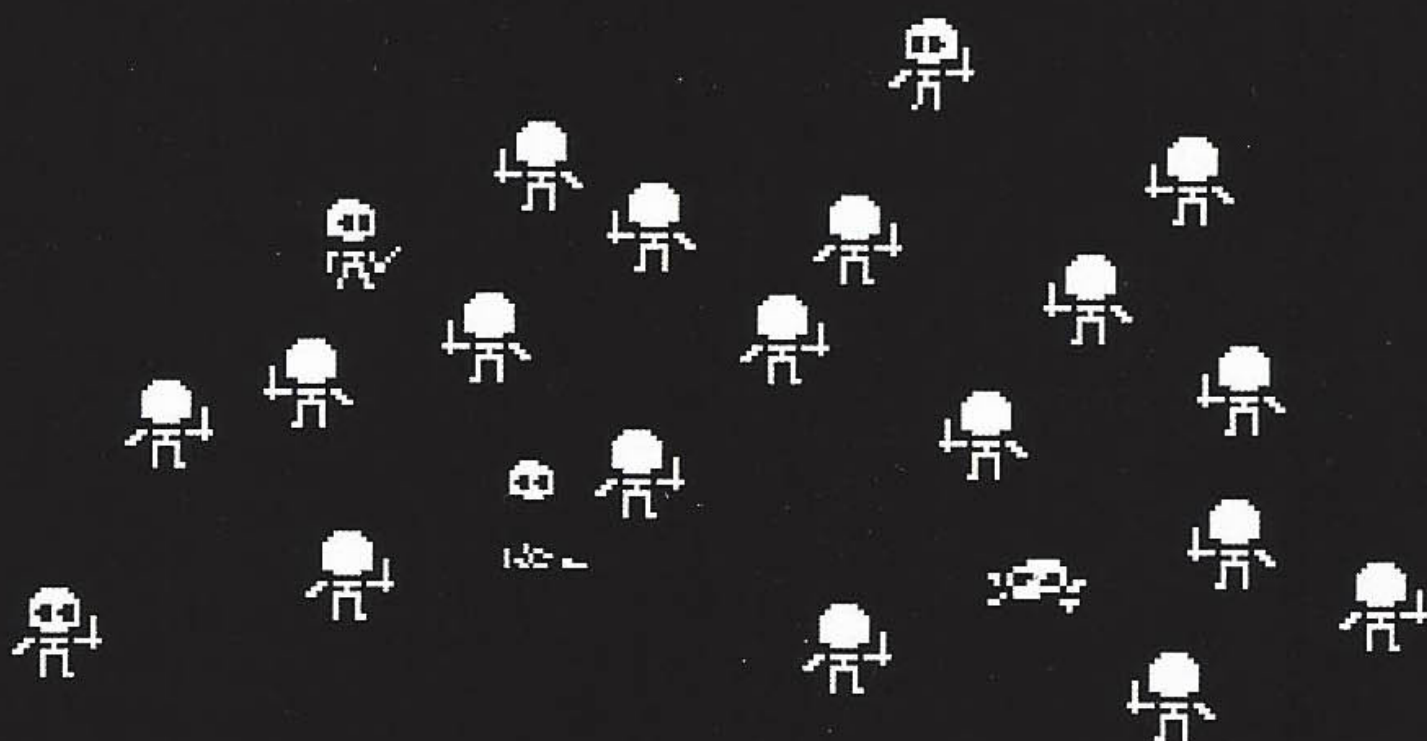


No one strategy works for every stage

My Lord, God of Destruction, you'll help me conquer the world by defeating the human heroes, but I can imagine numerous hardships will be awaiting you on the path to glory. But do not give up! You may learn an immense amount of knowledge

from your mistakes. Use your experience as a footstep. Your dungeon management has truly endless potential! I believe in your ominous power! You can fulfill your ambition!





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